



FHWS

iOS Programmierung

(mit Swift)

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#FHWSSwift

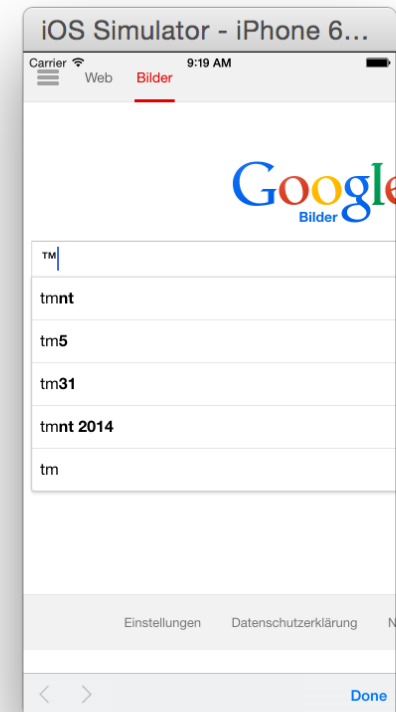
Agenda

1. **Introduction** – Organisatorisches
2. **First iOS-Project** – Hello World, **First iOS-Project** – Still Hello World (now with Code 😊)
3. **Swift**, Wait!, What about Objective-C?, Why Swift?
4. **A (not so) Quick Tour**
5. **Documentation**
6. **The basics** – iOS Architecture & more
7. **User Interfaces** – View Controller, Auto Layout & Size Classes
8. **Storyboard & Segues**
9. **Tables & UINavigationController**
10. **TabBarController**
11. **Notifications**
12. **PickerViews**
13. **Touches, Gestures, 3D Touch, Peek & Pop**
14. **ScrollView & StackViews**
15. **Networking** – JSON & Dependency Managers
16. **WebKit**
17. **Maps**
18. **Storage & Data persistency** – UserDefaults, NSKeyedArchiver & Core Data
19. **ObjC**

WebKit & SFSafariViewController

SFSafariViewController

- If a User should surf the web, than use SFSafariViewController
- No communication between SFSafariViewController and our App
- Login forms should be opened with SFSafariViewController



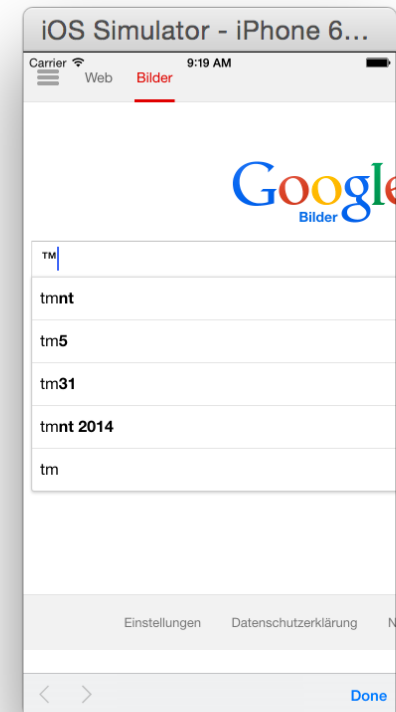
SFSafariViewController

- SFSafariViewController methodes

`weak var delegate: SFSafariViewControllerDelegate?`

`init (URL URL:NSURL)`

`init (URL URL:NSURL, entersReaderIfAvailable entersReaderIfAvailable: Bool)`



WebKit

- Displays Website inside our app

- UIWebView properties

backgroundColor//background Color by start

var scalesPageToFit: Bool { get set } // enable User Zoom

var dataDetectorTypes: UIDataDetectorTypes { get set } //

which dataTypes should be automatical clickable email, phone links..

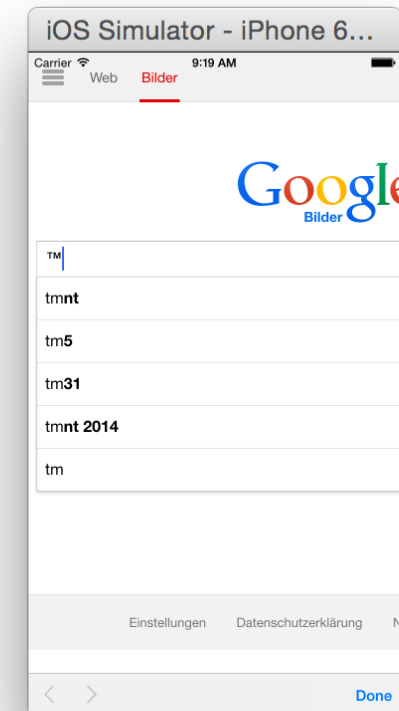
- UIWebView methodes

func loadRequest(request: NSURLRequest)

func loadHTMLString(string: String!, baseURL: NSURL!)

func reload()

func stopLoading()



WebKit

- UIWebViewDelegate

```
func webViewDidStartLoad(webView: UIWebView)
```

```
func webViewDidFinishLoad(webView: UIWebView)
```

```
func webView(webView: UIWebView, didFailLoadWithError error: NSError)
```

WebKit

- Demo

WebKit

- Since iOS 8.0 WKWebKit available for iOS & OS X
 - consistent API across different platform

```
//loading WebSite
func loadRequest(request: NSURLRequest!) -> WKNavigation!

//or

func loadHTMLString(string: String!, baseURL: NSURL!) -> WKNavigation!

//reload
func reload() -> WKNavigation!

//contains information about the loading progress
WKNavigation

//stopping WebSite
func stopLoading()
```